

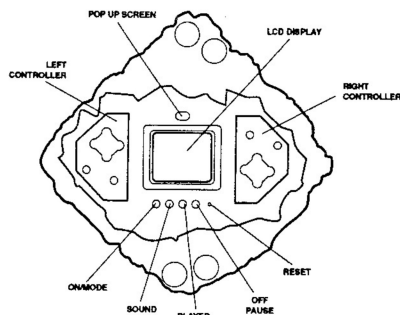
INSTRUCTION MANUAL

Power Showdown - Dragon Ball Z®

242802

OBJECT OF THE GAME

Power Showdown "Dragon Ball Z" is a One or Two Player LCD game. The object of this game is to get points by hitting your opponent. Pin him to the ground and get the 3-count to win the game.



INSTALLATION OF BATTERIES

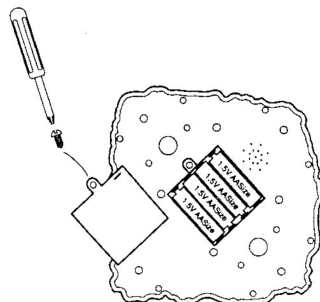
- Unscrew and remove the battery compartment cover.
- Insert four 1.5V AA alkaline batteries with the positive (+) and negative (-) ends facing in the directions indicated.
- Screw cover back into closed position.

BATTERY PRECAUTIONS:

- Use alkaline batteries for best performance and longer life.
- Batteries should always be installed and replaced by an adult.
- Different type of batteries or new and used batteries are not to be mixed.
- Do not use rechargeable batteries.
- Batteries are to be inserted with the correct polarity.
- The supply terminals are not to be short circuited.
- Exhausted batteries are to be removed from the game unit.
- When not in use, remove batteries to prevent possible leakage.

CAUTION

- Batteries should be installed by adult.
- Not suitable for children under 36 months.
- May contain small parts.



AUTO POWER OFF

If no buttons are pressed for 4 minutes, the unit will automatically turn off.

SOUND ON/OFF

Press the SOUND button anytime during the game to turn the sound on or off. When the sound is on, the "sound symbol" will appear on the screen.

TO PAUSE

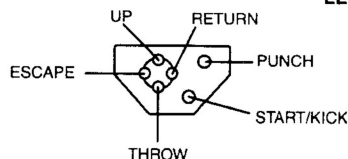
The unit will keep your game status in memory while turned off. You may continue a game in progress when you turn the unit back on. The two characters blink to indicate that the game has to be continued, press START/KICK button to resume the game, or press ON/MODE button to return to Demo Mode.

SHAKING FUNCTION

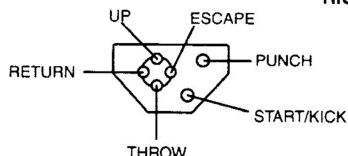
A shaking motor is built inside each controller, the corresponding controller will shake when your character is being punched or kicked.

FUNCTION OF BUTTONS

LEFT CONTROLLER



RIGHT CONTROLLER



BASIC GAME STRUCTURE

- The "Power Showdown" fight consists of one timed 3-minute round.
- Striking your opponent scores points.
- After a player is pinned by an opponent, the counting begins. If the player is unable to lift his shoulder from the ground before the 3rd count, the opponent wins.
- If there is not a win due to the 3-count, the one who earns the most points wins the contest. However, the game is a tie if both get the same points.

TO START

- Press ON/MODE button to turn the game on and enter into Demo Mode.
- Press ON/MODE button to enter Game Setting Mode.
- Press PLAYER button to choose between One-Player and Two-Player games.
- If you have chosen the One-Player match, you have to press the UP and THROW buttons to choose from level 1 to 3.
- Press START/KICK button to begin the match.
- You may terminate the game anytime by pressing ON/MODE button. The unit will return to Demo Mode once the ON/MODE button has been pressed.

TO PLAY

- Press PUNCH button to punch.
- Press KICK to kick.
- Press and release RETURN button and then press THROW button to lift and throw your opponent onto the ground.
- To escape from being hit, press ESCAPE button to shift a player backward. The player will return to his normal position after a while or you may press the RETURN button to return immediately.
- After the player is thrown, he will stand up automatically if his energy level is still inside the black zone. Otherwise, his body will be pinned by an opponent and the count begins.
- Press UP button to lift the player's shoulder from touching to the ground before the 3rd count. You will be unable to do so if your energy has dropped to zero.

TO WIN

The fight ends automatically and you win the match under the following conditions:

- After the player is pinned by his opponent on the ground, the count begins, if the player is unable to lift his shoulder from the ground before the 3rd count, the opponent wins.
- If there is not a win due to 3-count, the player who has scored the most points wins the contest.

TO SCORE

- Gain a point each time you strike your opponent.
- Lose one energy bar after being struck twice.

INSTALL THE FIGURE

- Insert tab on bottom of figure into slot on the direction key and rotate the figure to lock it in place.

REMOVE THE FIGURE

- Turn figure to left or right to detach the figure.

LIMITED 90 DAY WARRANTY

MGA Entertainment warrants to the original consumer purchaser this product that the product will be free from defects in material or workmanship for a period of 90 days from the date of original purchase.

This warranty does not cover damages resulting from misuse, improper or abnormal usage, negligence, leaking batteries, improper service or other causes not arising from defects in material or workmanship.

During this 90-Day warranty period, the product will be either repaired or replaced (at MGA's option) at no charge to the purchaser, when returned to either the retailer with it's original sales receipt (containing date of purchase) or to MGA.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned to MGA must be shipped prepaid and insured for loss or damage to:

MGA Entertainment
Repair Department
16730 Schoenborn Street
North Hills, CA 91343-6122

Any returned product should be carefully packed in packing material sufficient to avoid damage during shipment. Please include a written description of the defect, a copy of the original sales receipt (containing date of purchase) and your printed name, address and telephone number.

Some states do not allow limitations on how long an implied warranty last or the exclusion of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific rights and you may also have other rights which vary from state to state.

This warranty is only valid within the United States and Canada.

Please keep this Instruction Sheet since it contains important information.

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